

Abstract

Area-based resource collection comprises a system and method in which players in a real-time strategy game first define an area of influence, which, after the effects of other areas of influence have been considered, is used in calculating their resource collection potential. Embodiments of area-based resource collection include, for example, enabling a first player to define a first area within a map, the map being utilized in a playing of a real-time strategy game, the map comprising a field from which resources may be acquired, the first area overlapping at least a portion of the field, the overlapped portion of the field defining a potential resource collection area; enabling a second player to define a second area within the map, the second area overlapping at least a portion of the potential resource collection area; impacting an acquisition, by the first player, of resources from the portion of the potential resource collection area being overlapped by the second area; enabling the first player to acquire resources from a portion of the potential resource collection area not being overlapped by the second area; and enabling the player to utilize the acquired resources in the playing of the game.